

Please read

WE'VE MADE YOUR ATARI LYNX™ EVEN BETTER

There is a note on page 4 of the owner's manual which refers to an automatic shut-off of the LYNX after 5 minutes of non-use. We have removed this because automatic shut-off terminates the game. You would have lost everything, including levels reached and scores gained, and you would have had to start all over again. We didn't want this to happen. But remember, that when you do decide to quit, **PLEASE TURN YOUR LYNX OFF** by pressing **Power**.

We also increased battery life. Page 8 says that alkaline batteries will last almost 4 hours. The system now extends battery life to approximately 5 hours.



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Important Information

The Atari Lynx uses and produces radio frequency energy. If not installed and used according to the instructions in this manual, the equipment may cause interference with your radio and television reception.

If you experience interference while using the equipment, switch it off. If interference stops, the equipment is probably at fault. With the equipment switched on, try to correct the problem using the following measures:

- Adjust the position of the radio or television antenna.
- Reposition the equipment in relation to the radio or television.
- Move the equipment away from the radio or television.
- Plug the equipment into a different electrical outlet so the equipment and radio or television are connected to separate branch circuits.

If necessary, consult your Atari dealer or an experienced radio-television technician for additional suggestions.

A helpful resource is the Interference Handbook, prepared by the Federal Communications Commission and available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00450-7.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because Atari Corporation is constantly improving and updating its computer hardware and software, it is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions.

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ATARI
LYNX
PORTABLE COLOR ENTERTAINMENT SYSTEM



**OWNER'S MANUAL
MANUEL DE L'UTILISATEUR
MANUALE D'USO
BEDIENHANDBUCH
MANUAL DEL USUARIO
GEBRUIKERSHANDLEIDING**

INTRODUCTION

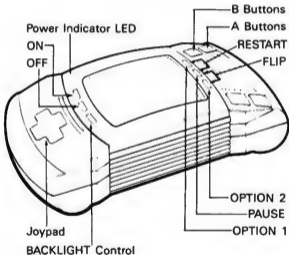
Congratulations! You are now the proud owner of the new Atari Lynx portable color entertainment system. Now you can play video games anywhere and anytime.

The Lynx is not like other portable entertainment systems. Unlike any other portable system, the Lynx is not limited to a finite number of objects that can appear on the screen at one time, and the size of screen objects is limited only by the borders of the spacious Lynx screen. Computer artists and game designers can choose from over 4,096 colors when creating the outstanding graphics for the Lynx entertainment system.

The Lynx has a system clock speed of 16 MHz, making it the fastest video entertainment system ever.

Using the Lynx

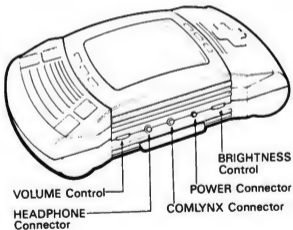
Take a moment to study the drawing below and learn the different parts of your Lynx system. You will find more details about each system part below the picture.



Joypad The 8-way joypad controls the game character's movement. Its exact function may vary from game to game. See Individual game manuals for details on how to use the joypad for specific games.

ON Turns the system on.

Note: To protect your valuable games, always insert a game card **before** turning the system



on. When changing game cards, turn the Lynx off. Remove the first game card, insert the desired game card, and turn the system on again.

OFF Turns the system off.

Note: Your Lynx has been designed both for safety and to conserve battery power. When using batteries, the Lynx system will automatically shut itself off after five minutes of non-use. On AC adaptor power, the unit's built-in shut-off mechanism will turn the Lynx off if not used for approximately one hour.

POWER Indicator Light Is lit when Lynx is turned on.

Back Light Control Allows you to switch screen off and on without switching off the Lynx.

OPTION 1 An optional button used in some games. Press for autofire missiles, turbo, and so on.

RESTART Press **OPTION 1** and **PAUSE** at the same time to restart a game. Restarting the

game usually returns you to the title screen or options screen.

PAUSE Pauses a game. Press **PAUSE** again to resume action.

OPTION 2 Another optional button used in some games to give you even more capabilities and control. **OPTION 2** may, for example, allow you to use certain objects or turn the music on or off.

FLIP Press **OPTION 2** and **PAUSE** at the same time to flip the screen upside down and play with the joystick on the opposite side. This is great for lefties.

A buttons Both A buttons perform the same function. Use the button which is most comfortable for you. See individual game manuals for the specific function of the buttons.

B buttons Both B buttons perform the same function. Use the button which is most comfortable for you. See the manual that came with your game card for details on how to use these buttons.

BRIGHTNESS Adjusts the screen from dark to light. Adjust the brightness for your viewing angle.

Note: Looking at the screen from a different angle than the one to which it was adjusted may cause the screen to appear dim.

VOLUME Adjusts the sound level of a game.

HEADPHONES Use with most standard portable headphones. Plugging in headphones automatically disables the Lynx speaker.

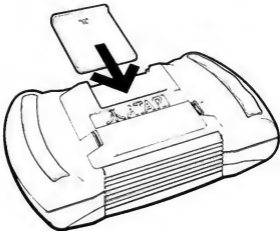
COMLYNX™ Use with one or more Comlynx cables to connect other Lynx systems for multiplayer games. (Sold separately)

POWER Connect the Lynx and an Atari power adaptor to a wall socket to save batteries. (Sold separately)

Inserting a Game Card

The following drawing shows the bottom of the Lynx. Look at it carefully to see how to insert a game card.

To insert a game card, slide the card into the game card slot, label side down, as shown in the drawing.

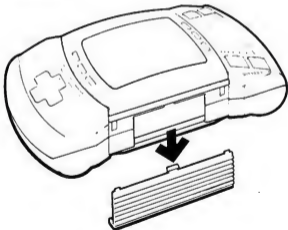


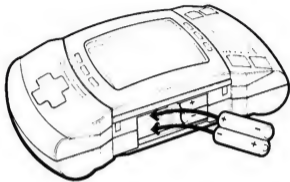
Power for the Lynx

The Lynx can operate from 6 AA batteries, a power adaptor (plugged into a 120 volt wall outlet), or from a car cigarette lighter. (Adaptors are not included.)

The life of alkaline batteries is approximately four hours. Rechargeable batteries may be used. It is time to change or recharge the batteries when the unit stops working, the screen becomes dim or erratic, or the sound becomes distorted or weak.

The following drawing shows the back of the Lynx. Look at it carefully to see how to insert batteries.





Follow the steps listed below to insert batteries into your Lynx.

- 1.** Place your thumbs over the battery compartment door and slide the door down. The battery compartment is exposed.
- 2.** Insert 6 AA batteries, 3 in each channel, correctly aligning the positive (+) terminals. (See the battery diagram on the back of the Lynx.) Replace the door.

Please pay careful attention to battery installation instructions, and to the following tips:

- Always replace all six batteries at the same time. Never mix old batteries with new ones. Old batteries can explode if used with fresh batteries.
- Never put batteries in backwards. Improper battery charging will occur and damage may result.
- Always make sure the battery compartment is snapped shut after battery installation. Do not turn on your entertainment system if the battery door is open.

Comlynx Cable

The Comlynx cable allows connection of Lynx systems so more than one player can play the same game at the same time. Each player must have a Lynx and a game card. The maximum number of players depends on the game. Please refer to the game manual for details about the maximum number of players for each game.

To create a two player game system, turn off your Lynx. Insert one male end of the Comlynx cable into the Comlynx Jack on your Lynx. Insert the other male end of the cable into the Comlynx jack on a friend's Lynx system. Repeat this procedure until the maximum number of systems (determined by the game) have been connected. Most games will display the current number of players on the title screen.

If you wish to obtain a Comlynx cable and link up with friends, look for the Comlynx logo on Lynx game boxes. All multiplayer Lynx games display this label.

The Comlynx cable can be purchased from your Atari Lynx dealer. Look for the Comlynx logo on Lynx game boxes. All multiplayer Lynx games display this label.



HOLDING THE LYNX

A typical way to hold the Lynx is with your left thumb on the joystick and your right thumb on buttons **A** and **B**. Or flip the screen if you prefer to put your left thumb on the buttons and your right thumb on the joystick. Flip the screen by pressing **PAUSE** and **OPTION 2** at the same time. Both of these methods may be used for playing horizontally designed games.

Some games are designed for vertical play to take advantage of the long screen. To play a vertical game, hold the Lynx so the joystick is on the bottom and the buttons are at the top. Or flip the screen and play the other way around. Use whichever position is most comfortable for you.

PRECAUTIONS

The Atari Lynx portable color entertainment system is a sophisticated electronic system that should be treated with care. The following suggestions will help you keep your Lynx in excellent condition.

- Never take apart the Lynx or game cards.
- Never leave weak batteries in the Lynx. Weak batteries may leak damaging chemicals.
- Handle the Lynx with care. Dropping the Lynx can damage circuit boards or break the display glass.
- Exposure to temperatures below 40°F or above 120°F will permanently damage the Lynx. High temperatures can shorten the life of electronic devices and melt plastic parts.
- Keep the Lynx dry. If it accidentally gets wet, wipe it dry immediately. Liquids can contain minerals that may corrode the electronic circuits. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the Lynx.
- Do not twist the Lynx.
- Modifying or tampering with the system's internal components can cause a malfunction and may invalidate the product's warranty.
- If you experience problems with your Lynx, see **Troubleshooting** in this manual.

TROUBLESHOOTING

If you experience any problems with your Lynx, read the following table. Find the problem in the left column and the possible remedy in the right column. If you continue to have difficulties, call your dealer or the Atari Customer Service Department.

Problem	Possible Remedy
No picture on the screen—single player.	<ul style="list-style-type: none">• Turn up the brightness.• Make sure power is on.• Check the power adaptor connection.• Insert or replace batteries.
No picture—multiplayer.	<p>If Power Indicator Light is lit, check to see that the Back Light is switched on. If it is off, switch it on.</p> <p>Turn all units off, then turn them on within 7 seconds of each other.</p>

Problem**Possible Remedy**

Picture is too dark or too light.

Adjust the brightness for your viewing angle. You must be directly in front of the screen.

If Power Indicator Light is lit and the screen is totally dark, check to see that the Back Light is switched on. If it is off, switch it on.

Erratic game operation or screen flickers.

Correctly install batteries or change batteries.

No sound.

Adjust the volume.

Sound is distorted or weak.

Replace batteries.

Software does not respond to controls.

Restart or turn your Lynx off, then on again.

